



BARTHELEMI RAPEAUX

JUNIOR GAME DESIGNER



GAME DESIGN

UNITY

Coding in C#, implementation

UNREAL

Nodal scripting, implementation

SYSTEM DESIGN

3Cs, AI behavior trees, Combat systems

DOCUMENTATION

Content and formalization

NARRATIVE DESIGN

Worldbuilding, character profiles



LEADERSHIP

GROUP MANAGEMENT

Incentivizing action, aid & counsel

PLANNING & ORGANIZATION

Creating and managing deadlines

COMMUNICATION

Adapt to audience, teaching



LANGUAGES



FRENCH
Native



ENGLISH
Native



GERMAN
B1



SOFTWARE



Unity



Unreal



Coda



Office



Machinations



GIT



HOBBIES



TTRPGs



Drawing



Animating

ABOUT ME

(+33) 7 83 75 06 02
rapeauxb@gmail.com

I want to offer **deep experiences** through play to both new and veteran gamers. I'm a **fast learner**, I'm **driven**, and **communicate well** with the many roles and positions of the industry.



EXPERIENCES

System designer / Don't Let Them Cook

May-June 2024

Cinematic platformer / Unreal Engine / 5 designers and 6 artists

- **System & Technical design** - designed & implemented in blueprint:
 - AI behavior trees
 - Boss battle & boss' attack patterns
 - Traversal features (wallslide, wall jump, switch jump, dash)
 - Dialogue system and inter-character relationship system
 - 3Cs
- **Team management** -
 - Lead daily meetings to track progress and distribute tasks
 - Facilitated team communication by conveying important information to project owners

Tech designer / ROKO

October-November 2023

Action-adventure / Unreal Engine / 5 designers and 5 artists

- **System & Technical design** - designed & implemented in blueprint:
 - AI behavior trees
 - Catlike traversal system
 - 3Cs
- **Narrative design** -
 - Created and wrote a Narrative Design Document for a post-apocalyptic world.
 - Created the character sheets for all characters

Tech designer / Altered State

May-June 2023

JRPG / Unity / 6 designers and 6 artists

- **System & Technical design** - designed & implemented in C#:
 - Turn-by-turn combat system
 - Implemented temperature system used within combat gameplay
 - Character switch system and exploration abilities
 - Dialogue system
- **Narrative design** -
 - Created a high-fantasy world based on european alchemy
 - Collaborated in the writing of dialogue lines and lore excerpts

English teacher / Secondary education

2017 - 2022

Soulslike / Life / Classes of 30+ students

- **Group communication** -
 - Prompted students of various ages
 - Conveyed diverse and technical information to groups of heterogeneous skill levels
- **Group management** -
 - Directed students to precise goals tailored to their needs
 - Aided students in difficulty with tailor-made exercises and counsel
 - Used gamification theory to create interest and promote knowledge retention



DIPLOMAS

Bachelor's in Game Design and Project Management

GAMEUP

2022 - 2025

Master of Education - MEd

UGA

2013 - 2017

CHECK OUT MY WORK!



Barthélemi Rapeaux



rapeauxb.wixsite.com/barthelemirapeaux